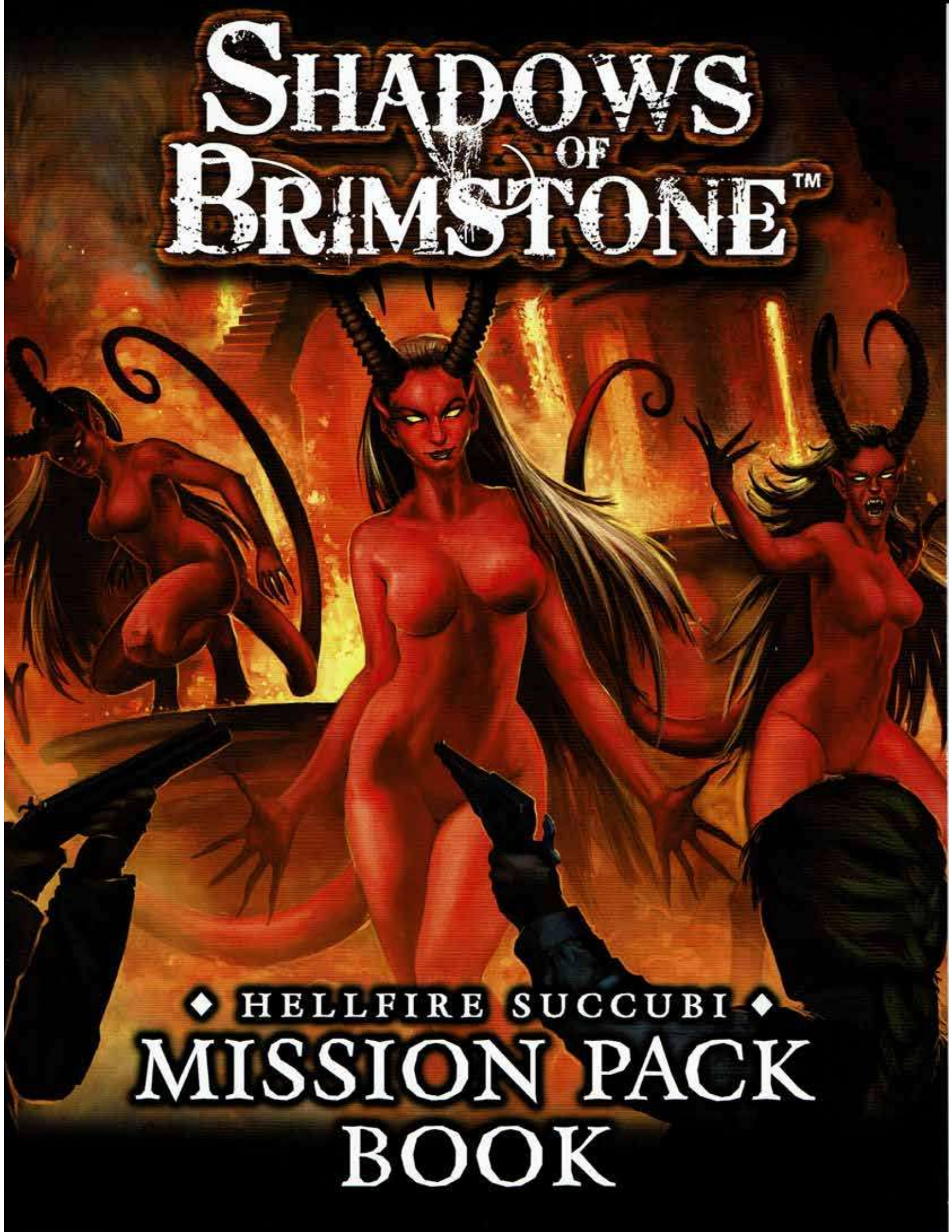
Shadows of Brimstone™



◆ HELLFIRE SUCCUBI ◆

MISSION PACK BOOK

Shadows of Brimstone™

Hellfire Succubi Mission Pack

By Jason C. Hill

Lava and ash pour out from shimmering gateways connecting the fiery Caverns of Cynder to the mortal world of humanity. Scorching the ground beneath their hoofed feet, the alluring Hellfire Succubi are hideous demons that have taken on an irresistible guise to bewitch and corrupt the weak-willed mortals of Earth. As a vanguard from the burning depths, the Hellfire Succubi are harbingers of a far greater evil, working tirelessly to break the bindings of their master, so that he may spread ruin across all of reality!

GAME CONTENTS

- 1 Full-Color 12 page Adventure Book
- 6 Plastic Hellfire Succubi Enemies (30mm Bases)
- 1 Unique Objective Room Map Tile
- 1 Double-Sided Enemy Record Sheet
- 1 Enemy Theme Adventure Card
- 2 Reference Cards
- 4 Darkness Cards
- 6 Cynder OtherWorld Threat Cards
- 12 Hellfire Succubi Mine Encounter Cards
- 8 Threat/Epic Threat Cards
- 5 Card Hellfire Succubi Trait Deck
- 5 Card Shadow Magik Deck
- 1 Mine Map Card
- 1 Cynder Map Card
- An assortment of Die-cut Counters

OVERVIEW

This Mission Pack Expansion introduces a new Enemy Type - *Hellfire Succubi*. Several new Missions are included, focusing on these alluring and spiteful demons, as well as a host of new cards and counters themed for the dark omens and demonic horrors from the hellscape of Cynder!

New Objective Room Map Tile

This Mission Pack Expansion includes a new Unique Room for the Mines, that is themed as a *Cynder Ritual Room* Objective Room. There is a new Mine Map card for this Map Tile that can be mixed into your Mine Map Deck. On the reverse side of the Map Tile, there is a new *Cynder Throne Room*, with a Map card that can be mixed into your Cynder Map Deck for use while exploring the fiery *Caverns of Cynder*.

New Cards

This set includes new cards for several existing decks (Darkness, OtherWorld Threats etc.), as well as new decks of Enemy Traits for the ***Hellfire Succubi*** and sinister ***Shadow Magik***, and an Adventure Card for playing Hellfire Succubi Themed Adventures.

New Missions

There are 4 new Missions in this Mission Pack Expansion, each themed around different aspects of the new Enemies.

New Enemies

As the focus of this Mission Pack, this set includes 6 *Hellfire Succubi* - deadly demons that have taken on an alluring, female appearance to confuse and manipulate their foes before viciously tearing them apart with their barbed tails and razor talons! These Enemies are mounted on 30mm bases.

Hellfire Markers

These markers represent burning Hellfire and are used for certain Encounters, Artifacts, or Hero/Enemy abilities.

Burning Markers

These markers represent the ongoing effect of being burned by lava or a fiery attack. They are placed on a model and then removed over time, doing damage as they go.

New Cynder Enemies

In addition to the new *Hellfire Succubi* demons, this expansion also includes cards and counters for two other new types of Cynder Enemies - *Dark Lava Men* and *Hell Hounds*. These are *Caverns of Cynder* themed versions of existing Enemies, and their base Enemy Record sheets can be found at the back of this book.

Story Character Marker

This marker can be used for certain Missions when a Story Character is traveling with the Heroes or is being searched for.

Hellfire Witch

A dark and twisted demon from the deepest depths of Cynder, the ***Hellfire Witch*** wields sinister Shadow Magik as she leads her succubi consorts into battle. This marker can be used to mark one of the *Hellfire Succubi* Enemies as a **Hellfire Witch**, or can be used as an additional Enemy in its own right, in place of a model.

ENEMY THEMED ADVENTURES

One of the main features of this Mission Pack Expansion is to allow your Heroes to have Adventures themed around this new Enemy Type.

Adventure Card

An **Enemy Theme** Adventure Card is included in this set, detailing the rules for making any Mission into a *Hellfire Succubi* Themed Adventure. This card has a **Hellfire Succubi Theme Icon** on it. As noted on the card, you may use this Adventure Card with any existing Mission, but there is a limit of 1 Enemy Theme Adventure Card in use at a time (if you have other Mission Pack Expansions, etc).

Some Missions always use this Adventure Card (as listed in the Special Rules for the Mission).

Enemy Themed Encounters

This Mission Pack also includes a set of Mine Encounter cards that have the **Hellfire Succubi Theme Icon** on them. This is a special set of 12 themed Encounters that can be mixed into your normal Mine Encounter Deck, or are pulled out to form a special *Hellfire Succubi* Encounter Deck when playing a **Hellfire Succubi Enemy Theme Adventure** (using the Adventure Card).

As listed on the Adventure Card, whenever you draw one or more Encounters (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, also draw 1 Hellfire Succubi Encounter.

Common Enemies

Another aspect of the Enemy Theme Adventure Card is having the Heroes face off against the themed Enemy Type more frequently.

As noted on the Adventure Card, any time you would draw a Threat Card (even in an OtherWorld), roll a D6. On the roll of 1, 2, or 3, the Heroes must face a group of the Themed Enemies instead (as listed on the Adventure Card).

Note that if this Adventure Card is added to a Mission that already has *Common Enemies* as a Special Rule, always roll for the Enemy Theme first. After rolling, if you would still draw a normal Threat Card, then roll for the Mission specific Common Enemies.

Trait Cards

Trait cards are used to give a particular Enemy Type more diversity, and often a bit more danger, each time you encounter them. These are used as part of the Enemy Theme Adventure Card, but may also be used in normal play with this new Enemy Type, if you want more variety.

This Mission Pack contains a set of Trait cards for *Hellfire Succubi* Enemies. As noted on the Adventure Card, any time you would encounter one of these Enemy Groups, roll a D6. On the roll of 1, 2, or 3, draw one Random Trait card from that Enemy Type's set and apply it to them.

Each Trait card lists the bonuses granted to the Enemy Group, as well as any bonus XP the Heroes get for defeating/damaging that Enemy (this works just like bonus XP for Elite Enemies).

An Enemy Group may only have 1 Trait Card in play on them at a time.

USING THIS MISSION PACK

The new Enemies and Missions in this expansion are heavily themed for the ***Hellfire Succubi***, and can be great for adding some fun new narrative and a little extra challenge to your games.

Advanced Difficulty

The new Enemies and Missions are also intended to be a bit more advanced, and with a slightly higher difficulty, than the *Shadows of Brimstone* Core Sets. For this reason, any starting Hero (one that has never gone on an Adventure) that takes part in a Mission from this Mission Pack, or a Mission using the Enemy Theme Adventure Card, is allowed to choose up to 3 starting **Side Bag Tokens** (generally from *Bandages*, *Whiskey*, or *Dynamite*) instead of only 1. However, they may not take more than 2 of any particular type.

Linked Missions

The Missions included in this Mission Pack may be added individually to your Heroes continuing Adventures, or may be played through in order, as a themed narrative of linked Adventures.

HELLFIRE SUCCUBI

The *Hellfire Succubi* of Cynder are demonic killing machines. Immune to Burning and Hellfire, they mercilessly shred opponents using their Vicious Claws. And, as Femme Fatales, the Succubi confuse and corrupt those they can tempt, while raging against those that resist.

Male and Female Heroes

The *Hellfire Succubi*'s ***Femme Fatales*** ability gives them a bonus based on the gender of the Heroes they are fighting. They are immune to Critical Hits from **Male** Heroes and gain **+1 Combat** when targeting a **Female** Hero (as noted on the Enemy Record Sheet).

Normally in Shadows of Brimstone, there is no difference between Male and Female Heroes of the same Hero Class, other than the Hero figure a player uses and the portrait on the Hero Character Sheet (though occasionally there is also a superficial difference in the name of the Hero Class - Preacher vs Nun, etc). With the Femme Fatales ability, it was too much a part of the theme of this new Enemy to not include a mechanical difference in how they interact with the different genders of Hero.

Of course, not all Heroes are always going to act the same, just because they share the same gender. Really, the rule is about whether your Hero would succumb to the allure of the Succubi (traditionally Male Heroes), or not (traditionally Female Heroes). If you feel that your Hero should inherently have one of these negatives over the other, for thematic reasons (such as attraction preference or the idea that your strong-willed Holy Hero would never succumb to the temptations of a demon), you may, choose which negative to apply to your Hero. That being said, it is important to be consistent, so once you choose which negative to apply, that same negative should always apply to this Hero in the future as well.

Hellfire Witch

The ***Hellfire Witch*** is a soulless, demonic creature, seething with wicked hate! Adept at the dark arts of Shadow Magik, the *Hellfire Witch* controls her brood of Succubi to sow deceit while inflicting pain and suffering on those mortals, born of flesh!

A ***Hellfire Witch*** is usually found as part of an Epic Threat card, or for certain Missions, but may also be found, on occasion, among the ***Common Enemies: Hellfire Succubi*** encountered through the Adventure Card. A marker is provided that can be placed next to one of the normal ***Hellfire Succubi*** Enemies to show that she is a ***Hellfire Witch***. For increased difficulty, you may use the ***Hellfire Witch*** marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The ***Hellfire Witch*** is a normal ***Hellfire Succubi*** Enemy, with the following extras:

- Has **Double** the base **Health** and **Combat**
- **Tough** (Immune to Critical Hits)
- **Male** Heroes on the same Map Tile as the Hellfire Witch may NOT use Grit (this replaces the normal negative for **Male** Heroes as she is already **Tough**).
- At the start of her Activation each turn, casts a Random ***Shadow Magik*** Spell.
- XP changes to XP = 10+5 each

SHADOW MAGIK

Hellfire Witches are not only a terrifying and vicious combatants, but also powerful Spellcasters! They have the ability to cast dark and sinister Spells at the Heroes using their **Shadow Magik**! Each turn, at the start of a *Hellfire Witch*'s Activation, it draws a card from the **Shadow Magik** Deck to see which Spell it casts this turn. Shuffle all of the **Shadow Magik** cards together (there is no discard pile for this deck) and draw one randomly to see which Spell is cast. The text on the Spell card explains how that particular Spell works.

Vicious Swipe
Every Hero on the Spellcaster's Map Tile must make an Agility 5+ test. If failed, take D6 Hits that each do Damage equal to your Hero Level.

HELLFIRE AND BURNING

The *Hellfire Succubi* bring the burning flames of Cynder to any world they infest. This comes in the form of **Burning Markers** and **Hellfire markers**.

Burning Markers

Burning Markers represent a model either catching on fire or being spattered by magma and being continuously burned by the effect. Burning Markers are most often placed on a model when they unsuccessfully try to pass through a Lava Space or if they are hit by a particular ability or attack that adds Burning Markers in addition to the normal Damage.

When a model has one or more Burning Markers at the start of its Activation, one of those Burning Markers is removed and the model takes 2 Wounds, ignoring Defense.

Note that no matter how many Burning Markers the model has, only a single marker is removed per Activation, so they may be burning for many turns, slowly taking damage over time. There is no limit to the number of Burning Markers a model can have on them, though only one marker will be removed each time they Activate.

Hellfire

These markers represent bursts of concentrated Hellfire that will scorch anything in their path. Often times a Hellfire marker will be placed on the board and then 'Bounced' one or more times, just like thrown Dynamite. This is to show the unpredictable nature of the flames. Whether or not the marker Bounces, and how many times it Bounces, will be listed in the ability or Encounter that caused the Hellfire marker to be placed.

There is a limit of one Hellfire marker per space.

All markers should be placed and Bounced before the Damage from any of them is resolved. When Bouncing Hellfire markers, they should be rolled and moved one at a time and the Heroes may choose what order to do them in. This order can be important because Hellfire markers will block the Bounce of other Hellfire markers (due to the 1 per space limit).

Once a Hellfire marker lands in its final space, any model in that space takes 1 Hit that does 2D6 Wounds. A Hero hit by this will get their Defense roll as normal, while an Enemy hit by this will subtract their Defense value from the Damage, as normal.

OBJECTIVE MAP TILE

The Objective Room Map Tile included in this set is themed for these Mission Pack Enemies. It includes a Map Card for the Mines that may be added into the Mine Map Deck so that this Room may be found in any Mission.

Cynder OtherWorld Map Tile

The back side of the Objective Room is a *Caverns of Cynder* OtherWorld Map Tile - *The Throne Room*! There is a Cynder Map Card for this Room that can be added to your *Caverns of Cynder* Map Deck.

NEW CYNDER ENEMIES

This expansion includes stats and markers for two new OtherWorld Enemies that can be encountered in the Caverns of Cynder - *Dark Lava Men* and *Hell Hounds*. Both of these Enemies are alternate OtherWorld versions of existing Enemies (*Lava Men* found in the *Caverns of Cynder* OtherWorld Expansion, and *Hell Vermin*, which are their own Enemy Pack expansion). You do not, however, need to have those other expansions to use this new material.

For players that do not have these expansions, we have included simple tokens that can be used to represent these Enemies on the board (in place of miniatures), as well as the basic Enemy Record Sheets for both *Lava Men* and *Hell Vermin*, which can be found at the back of this rulebook.

NEW MISSIONS

The *Hellfire Succubi* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D8 Roll	Hellfire Succubi Missions
1-2	Deadly Dreams
3-4	Seeds of Evil
5-6	Shadow and Flame
7-8	Hell on Earth

Hellfire Succubi Mission 1

DEADLY DREAMS

When you first rolled into town, a few days ago, you couldn't help but notice that all the townsfolk seemed haggard and jumpy. The local saloon was selling more coffee than whiskey, and bloodshot eyes regarded you from every table. People spoke in hushed whispers of terrible nightmares, filled with hideous monsters and vivid scenes of fire and death. By early the next evening, three more townsfolk were dead in their sleep! But the real horror was seeing the death up close, as one poor soul fell asleep in his chair at the saloon, and awoke screaming, with burning eyes, before bursting into flame and showering into ash.

It's been days now since you slept, and every moment is a fight to stay awake. You just have to make it a little longer... to hunt down the source of these nightmares and put a stop to it, before you too are consumed by madness and flame!

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal (if you have a *Night Mine Entrance* Map Tile, that should be used instead).

All Heroes start the Adventure with 1 less Grit than normal, as they have been awake for days. Also, each Hero must roll once on the Madness Table, using D8+3 (instead of the normal 2D6). This is a ***Sleep Deprivation*** **Madness** (see below).

Mission Goal

The Heroes must stay awake long enough to find 3 Clues leading to the creature that is haunting their dreams.

Special Rules

Enemy Theme - Hellfire Succubi Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Hellfire Succubi Adventure***.

Tricks of the Mind

At the start of their Activation each turn, every Hero automatically takes 1 Horror Hit as the lack of sleep begins to break down their mind.

Sleep Deprivation

Whenever a Clue Icon is found, every Hero must make a **Spirit 5+** test. If successful, gain **10 XP** as you force yourself to stay awake. If failed, the Hero nods off just for a moment, but it is enough for the evil to get in! Roll once on the Madness Table and immediately apply that result as a ***Sleep Deprivation*** **Madness**.

If this *Sleep Deprivation* roll on the Madness Table gives a Hero the ***Lost to the Darkness*** result, that Hero has fallen asleep and is consumed by the shadows, bursting into a shower of fire and ash! The Hero is killed and a *Dynamite* immediately goes off in their space to represent the explosive force (this Hero may still be *Resurrected* at the **Church** in Town as normal).

> Every Hero may automatically remove ALL ***Sleep Deprivation*** **Madnesses** they have for free at the end of the Adventure.

No Escape from your Nightmares

The Heroes may not Flee from this Adventure, they must continue to the end, to victory or failure.

Objectives

Finding the Third Clue

When the Heroes find the third **Clue Icon**, they have reached the Objective and can confront the **evil that is haunting their nightmares!** Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

After completing the Heroes' ***Sleep Deprivation*** rolls, reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat**, selected from only those that include at least one **Demon** and/or **Magik** Enemy on the card.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Every Hero gains **75 XP** and may draw an **Artifact** card from a Random **World**; treasures stolen from the dreams of the dead.

Failure

If the Mission is failed, the Heroes are so traumatized by their nightmares that they find it hard to ever sleep again. Each Hero loses 1 Health or 1 Sanity permanently (Hero's choice) to the ravages of insomnia.

In addition, Heroes may not stay at the **Campsite** during their next visit to Town. Each Day, they must pay to stay at the Hotel or leave Town.

Hellfire Succubi Mission 2

SEEDS OF EVIL

A wave of greed and violence has swept through town, as the miners and townspeople attack one another over any object of value, or even the smallest amount of gold or Dark Stone! It's like they have been gripped by a madness of gold fever! It can be no coincidence that this town also has thick and twisting roots erupting from the ground, running through the streets and winding their way into every building and stable. The local preacher stands in the streets, spouting off verse and telling of his visions of the sinister Argus Tree that has spread these seeds of evil from the fiery depths, to prey on the sins of man!

In desperation, the Preacher implores you for help. "There is a Gate that leads to the root of this evil, down in the mines. I have seen it in my visions." Handing you a sacred potion, he pleads, "Take this! Destroy the Argus Tree, before there is no town left to save!"

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must find a Gate that leads to the *Caverns of Cynder* (or a Random World if you do not have *Cynder*), and then find 2 Clues in that World to discover the location of the insidious ***Argus Tree***, and destroy it!

Special Rules

Enemy Theme - Hellfire Succubi Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Hellfire Succubi Adventure***.

All Gates Lead to Cynder

(If you do not have *Cynder*, ignore this Rule)

All Gates in this Adventure lead to the ***Caverns of Cynder***, even Gates found in the Caverns of Cynder (they lead to a different part of the world).

Mine Clues add a Gate

Any **Clue Icon** the Heroes find in the Mines automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).

Golden Riches

Any time the Hero Posse marker moves onto a *Blood Spatter* or *Growing Dread* space on the Depth Track, each Hero MAY immediately draw up to **D3 Loot** cards. These Loot cards DO NOT grant any XP.

During this Adventure, after any Loot card is drawn and resolved, place that card off to the side until the Loot Deck is empty. Then re-shuffle the entire Loot Deck. In this way, every Loot card must be drawn before any of them will be drawn a second time (and so forth).

Corruption of Greed

Any time a Loot card is drawn during this Adventure, that Hero also takes 1 Corruption Hit.

Objectives

The Second Clue in Cynder

When the Heroes find the second **Clue Icon** in the ***Caverns of Cynder*** (or in an OtherWorld if you do not have *Cynder*), they have reached the Objective and found the dreaded *Argus Tree*. Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face the *Common Enemies: Hellfire Succubi* (as listed on the Adventure Card), as well as an additional **Threat card**. For this additional Threat card, do not roll to see if it is *Common Enemies: Hellfire Succubi*, it is always drawn from the OtherWorld Threat Deck, as normal in an OtherWorld.

The Argus Tree

During the final Fight at the base of the massive *Argus Tree*, every Enemy gains **+1 Damage** on their Attacks for each **Corruption Point** the target Hero currently has, as well as **+1 Combat** for each **Mutation** the target Hero currently has.

Once all Enemies have been defeated, the Heroes shatter the Sacred Potion at the base of the supernatural *Argus Tree* and watch as it withers and burns before their eyes. The Mission is successfully completed.

Reward

Each Hero gains **2D6x$50**, collected from within the shriveled and rotten core of the corrupted *Argus Tree*!

Failure

Overcome with the fever of greed, every Hero immediately gains the ***Hallucinations*** **Madness** (result 9 on the Madness Table). A Hero that already has *Hallucinations* instead gets the ***Delusions*** **Madness** (result 3 on the Madness Table).

Hellfire Succubi Mission 3

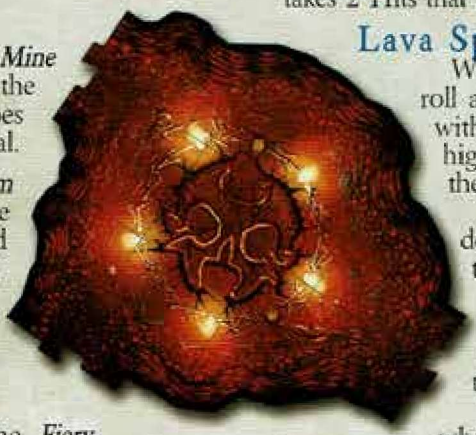
SHADOW AND FLAME

A deep rumbling rolls down out of the mountains outside of town, foretelling doom and misery. Thick clouds of ash and fire erupt out, blotting out the sun. Someone or something is breaking down the barrier between worlds. You must get to the bottom of this sinister magik and extinguish the source of the unleashed fires, or else everything in the shadow of the mountains will burn to the ground!

Set Up

This Mission starts with the *Mine Entrance* Map Tile leading directly to the *Cynder Ritual Room* Map Tile. All Heroes start on the *Entrance* Map Tile as normal.

Remove the *Cynder Ritual Room* Map Card from the **Map Deck**. Note that the Hero Posse marker is not moved forward a step on the Depth Track for this *Cynder Ritual Room* and no Exploration Token is placed on the *Cynder Ritual Room* tile.



Mission Goal

The Heroes are searching for the *Fiery Gates* to Cynder that are pouring lava and burning ash into the Mines! They must find both of these Gates and seal them using the incantation from the occult book!

Special Rules

Enemy Theme - Hellfire Succubi Adventure

This Mission always uses the Enemy Theme Adventure card for a *Hellfire Succubi Adventure*.

Limited Exploration Stacks (4) (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take **1 Random Clue Icon** Token and **3 Random non-Clue Icon** Tokens and shuffle them together without looking to form a face down stack of 4 Exploration Tokens. Place one of these stacks next to each open Doorway on the board at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, it always counts as having a Clue Icon.

No Gates

For this Adventure, all Gates count as normal Doors.

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Cynderforming

The barrier between worlds is breaking down as billowing clouds of smoke and ash flow through the Mines and broiling lava bubbles up and crumbles away the rocky floor! To simulate this chaotic effect, whenever a new Map Tile is placed, take 3 Wound markers into hand (or just 2 if it is a Passage Map Tile) and drop them from at least a foot above the table surface, directly over this new Map Tile (they may be dropped one at a time). Every space touched by the Wound marker, after it lands, becomes a Lava Space! Place a marker in each of these spaces to show that it has become a Lava Space (you may use *Lava Space* markers if you have the *Caverns of Cynder* Expansion, or any other suitable marker if you do not).

Any Wound marker that lands off the board (or touching no valid spaces) represents a billowing plume of burning ash and smoke. Remove that marker and every Hero immediately takes 2 Hits that do Damage equal to their Hero Level.

Lava Spaces (5+)

When a Hero enters a Lava Space, they must roll a D6 to attempt to safely navigate that space without getting burned (a Hero with Agility 4 or higher may roll two D6 and use the higher of the two rolls).

If the roll is equal to or greater than the dodge number of the Lava Space (in this case, the dodge number of these Lava Spaces is **5+**), the Hero avoids the Lava and is safe. If the roll is less than the dodge number, the Hero is burned by the Lava and immediately takes **D3 Burning Markers**.

Note that Lava Spaces only effect a Hero when he enters the space, not if he starts his move there. Also, Enemies are NOT effected by Lava Spaces and may move through them as though they were normal spaces. The only exception to this is that if a Hero causes an Enemy model to be moved into a Lava Space (with an ability or Item for instance), that Enemy model is considered to be knocked into the Lava and immediately takes D3 Burning Markers.

Objectives

Finding a Fiery Gate

Each time the Heroes find a Clue Icon, they have discovered one of the Objective Rooms that has a *Fiery Gate* to Cynder! Ignore any Encounters/Attack on the Exploration token, as well as any Door/Gate Icons, as the Objective Room has no exits. Instead, place a Gate End Cap on one Random Exit of the Room, to represent the *Fiery Gate* (models may not look or move through this Gate as hot lava and ash are actively pouring through it).

At the start of each turn that one or more Heroes is on this Objective Room, drop one more Wound marker onto this Map Tile using the *Cynderforming* Special Rule.

The Heroes must face an Attack from *Common Enemies: Hellfire Succubi* (as listed on the Adventure Card). Once all Enemies are defeated, the Heroes automatically seal the *Fiery Gate*! Replace the Gate with a normal End Cap.

Once both *Fiery Gates* have been found and sealed, and all Enemies on the board have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero gains **50 XP** and may remove D6 Corruption.

Failure

If the Mission is failed, each Hero takes D6 Corruption Hits.

Hellfire Succubi Mission 4

HELL ON EARTH!

"They burned us out!" An old, surly Miner complains, kicking back his second whiskey. "It was the best claim I've ever seen, the mother lode that was going to put this town on the map, and now it's gone...overrun with demons! I never seen nothing like 'em before. Their skin glowed like iron pulled fresh out of a forge; and their hair billowed like smoke in a storm. They were fierce and murderous, but also... strangely beautiful. It was hard to take my eyes off the unearthly way they moved, flickering like fire, then leaping like wild animals. Next thing I knew, half my crew was dead! I was lucky to get out of there with my life... and my soul! You couldn't pay me to go back! But I reckon, if someone don't stop 'em, there's gonna be Hell to pay!"

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

A powerful *Hellfire Witch* is leading a full-scale assault on the realms of mortal men, determined to spread the fires of Cynder across all of reality! The Heroes must delve into the mines where the demons are gathering, and defeat the witch before she unleashes Armageddon!

Special Rules

Enemy Theme - Hellfire Succubi Adventure

This Mission always uses the Enemy Theme Adventure card for a ***Hellfire Succubi Adventure***.

Common Enemies: Armies of Cynder

This Special Rule modifies the *Common Enemies: Hellfire Succubi* rule on the Enemy Theme Adventure card, as follows:

During this Adventure, any time a Threat card would be drawn, roll a D6. On the roll of 1 or 2, use the *Common Enemies: Hellfire Succubi* on the Adventure card (do not include a *Hellfire Witch* on the roll of 1 however). On the roll of 3 or 4, instead draw a ***Cynder*** **OtherWorld Threat** card. On the roll of 5 or 6, draw a standard Threat card, as normal.

*Note - If you do not have the **Caverns of Cynder OtherWorld Expansion**, you may use the OtherWorld Threat cards that come with this set. Counters for these other Enemies have been included and the basic stats for **Lava Men** and **Hell Vermin** can be found on page 10.*

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Walls of Fire

Whenever the Heroes find a **Clue** Icon, a burst of flame erupts into the Room, forming a blazing Wall of Fire. Roll a D3 and count that many spaces into the Room from the entrance door (including the puzzle-cut half space). Then place a ***Hellfire*** marker in each space of that row, forming a straight line to represent a Wall of Fire across the Room, perpendicular to the entrance door.

Any time a Hero enters one of these Wall of Fire spaces, they must pass an **Agility 5+** test or take **D3 Burning markers**, as they are singed by the flames! A Hero that starts their Activation in a Wall of Fire space is immediately Hit by the full force of the ***Hellfire*** (1 Hit that does 2D6 Damage).

All of the spaces in the Wall of Fire block Line of Sight for Ranged Attacks (models in a Wall of Fire space may see and be seen from both sides).

Enemies may move through the Wall of Fire freely, without harm.

Objectives

Finding the Hellfire Witch

When the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes have found the Objective Room and the location of the ***Hellfire Witch***!

If the Map Tile just placed is a Room, it is the Objective Room. If the Map Tile is a Passage, draw an additional Map Card (re-drawing any Passages), and place that Room Map Tile as the Objective Room, attached to one Random Exit of the Passage (place an End Cap on any other exits from the Passage).

Do not place an Exploration Token in the Objective Room, but it automatically has a Wall of Fire (as above), and no Exits. Reveal all Growing Dread cards in the stack as normal and then the Heroes must face an Epic Threat, selected from only those that include a *Hellfire Witch*.

Powerful Witch

This is an extremely powerful ***Hellfire Witch***. As such, she gains an additional **+3 Health per Hero** (after doubling her base Health for being a *Hellfire Witch*), and at the start of her Activation each turn, the *Hellfire Witch* throws a **Fireball** - Select one Random Hero with Line of Sight and **Range 10** of the *Hellfire Witch*. That Hero takes **3 Hits** that do **2 Damage each**, and every other Hero adjacent to him also takes **1 Hit** that does **2 Damage**.

Once the *Hellfire Witch* and all other Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each hero brings back **D6x$100** and **D3 Dark Stone** from the abundant mine.

Failure

If the Mission is failed, the *Hellfire Witch* devastates the countryside, calling down magical fire and death throughout the land. During the next Town Stay, at the start of each Day in Town, a Random Location is Destroyed

Lava Men

Construct • Cynder

Size: Large

Initiative: 3

Abilities:

Burning Touch - *Lava Men* To Hit rolls of 6 also immediately add a *Burning Marker* to the Hero.

Molten Body - Immune to Critical Hits from Ranged Attacks.

Made From Lava - At the start of their Activation, *Lava Men* heal 1 Wound for every Lava Space adjacent to them (as well as the space they are in). *Lava Men* are immune to *Burning Markers*.

Move: 6 **Escape:** 3+

To Hit: Range	To Hit: Melee	Combat Damage	Defense	Health
4+	4+	4 3	3	10

XP =10 +5 each

Elite Chart — Roll a D6 for Elite Ability

1) **Flaming Fists** - *Lava Men* Melee Hits are now +3 Damage.
2) **Ambassadors of Hell** - *Lava Men* gain +1 Combat if their target has one or more Corruption Points, and +1 Combat for each Mutation their target has.
3) **Heat Shimmer** - Armor 5+
4) **Lava Explosion** - When a Lava Man is killed, every adjacent Hero takes D6 Wounds, ignoring Defense.
5-6) **Lava Eruption** - At the start of their Activation, roll a D6 for each *Lava Man*. On the roll of 1 or 2, it will immediately make an extra Ranged Attack against a Random Hero within Range, before activating as normal.
Range - 8 Shots - 1 Damage - D6+2

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Hell Vermin

Mutant • Beast

Size: Large

Initiative: 6

Abilities:

Fear (2) - A Hero starting their Activation adjacent automatically takes 2 Horror Hits.

Regeneration (2) - Heals 2 Wounds at the start of each turn.

Corruption Bite - *Hell Vermin* Combat To Hit rolls of 6 also do 1 Corruption Hit to the Hero.

Tough - Immune to Critical Hits.

Move: 8 **Escape:** 4+

To Hit: Range	To Hit: Melee	Combat Damage	Defense	Health
-	4+	3 4	2	13

XP =10 +5 each

Elite Chart — Roll a D6 for Elite Ability

1) **Hissing Heads** - *Hell Vermin* Melee To Hit is now 3+.
2) **Shadow Scurry** - *Hell Vermin* are now +2 Defense against Ranged Attacks (not including Explosives).
3) **Fleshy Boils** - +5 Health
4) **Void Fleas** - Adjacent Heroes cannot recover Grit.
5) **Rancid Breath** - *Hell Vermin* are now **Fear (3)**.
6) **Vile Corruption** - The *Corruption Bite* ability now causes D3 Corruption Hits.

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ENEMY OVERVIEW

Hellfire Succubi

Taking on an irresistibly alluring female form, the Hellfire Succubi use their appearance to corrupt and distract their foes, slowly closing in to disembowel them with their vicious, razor-sharp talons! For those not influenced by their appearance, the Succubi lash out with a fearsome fury, resorting to their speed and agility to shred their foes. Though outwardly beautiful to the Human eye, the true demonic form of the Hellfire Succubi is more hideous than mere words could describe.

As lesser demons from the fiery pits of Cynder, Hellfire Succubi are dispatched to new worlds, led by wicked Hellfire Witches, masters of the dark art of Shadow Magik. They come to spread fear and deceit, to break the will of the mortal inhabitants, in advance of their deadlier brethren.

SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Hellfire Succubi models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

PAINTING GUIDE

HELLFIRE SUCCUBI

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).

2) Base coat the Skin with *Crimson Hand Red*.

3) Paint hair, horns, and hooves with a mix of *Spirit White* and *Shadow Black*.

4) Paint base with *Shadow Black*.

5) Wash the entire model with *Dark Tone Ink*.

6) Dry brush the skin with *Crimson Hand Red*.

7) Highlight the skin with *Saloon Red*.

8) Paint eyes *Spirit White* as an undercoat, then paint the eyes again with *Molten Orange* and finally, highlight with a dot of *Cynder Yellow* in each eye.

9) Highlight the hair, horns, and hooves with a mix of *Spirit White* and *Shadow Black*.

FAQ AND CLARIFICATIONS

Q) When an Enemy Group of *Hellfire Succubi* says that it 'includes' a ***Hellfire Witch***, is that an extra model or does one of the normal *Hellfire Succubi* become a ***Hellfire Witch***?

A) This is intended to mean that one of the existing *Hellfire Succubi* models becomes a ***Hellfire Witch***. For extra challenge though, you can play it as adding an extra model that is a ***Hellfire Witch***.

Q) The section on the ***Hellfire Witch*** says that Male Heroes not being able to use Grit on her Map Tile 'replaces' the normal negative for Male Heroes because she is already **Tough**. What if a Male Hero has the ability to ignore **Tough**?

A) In that case, the Male Hero still cannot get Critical Hits against the *Witch*. The term 'replaces' is only meant to clarify that if you normally use the Male negative for your Hero, it would be redundant with Tough, so you would use this alternate negative in addition.

Q) With the *Hellfire Succubi*'s ***Vicious Claws*** ability, what if your Defense is already 6+?

A) Rolls of 6 still Defend. A Hero's Defense can never be worse than 6+.

Q) If a Hero has no gender, how does the *Succubi*'s ***Femme Fatales*** ability work?

A) If a Hero has no gender, the default would be to treat them as Female, as the Succubi would rage against them for not succumbing to her allure.

Q) With the ***Wave of Death*** **Shadow Magik** Spell, does the target Hero need to be in Line of Sight to the spellcaster?

A) No.

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